



LIVE

ONLINE ENABLED

FIRST TO FIGHT

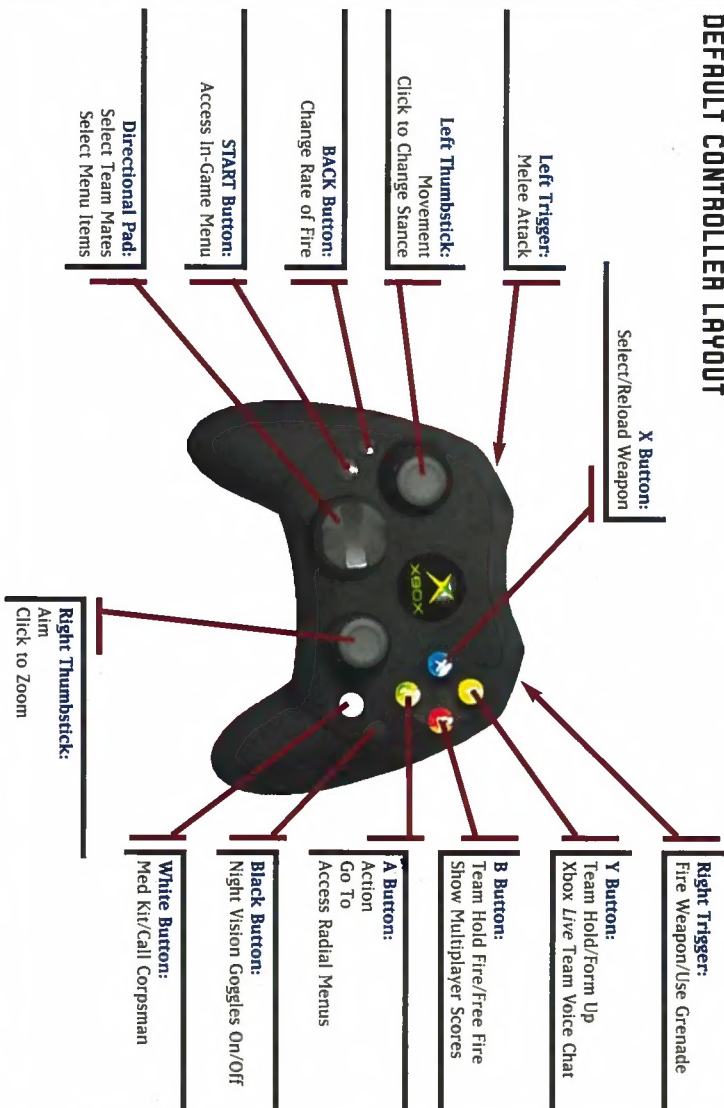
CLOSECOMBAT

UNITED STATES MARINES

INSTRUCTION MANUAL



DEFAULT CONTROLLER LAYOUT



Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms— children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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DEFAULT CONTROLLER LAYOUT

Left Trigger (Melee)

Pull Melee Attack

Left Thumbstick (Movement)

Direction controls movement

Double-Tap Up Sprint

Click Crouch/Stand

Double-Click Prone/Stand

Click + Hold +Left/Right Lean Left/Right

BACK Button (Rate of Fire)

Press Change Rate of Fire
Change Throw/Lob Grenade

START Button (Pause)

Press Pause Game

Directional Pad (Selection)

Select Individual Fire Team Members:

Left— Saw Gunner Ⓢ

Up— Assistant Gunner Ⓢ

Right— Rifleman ○

Down— Entire Fire Team

Use to Select Radial Menu Entries

X Button (Weapon)

Tap Reload Weapon

Hold Select Weapon Radial Menu

Right Trigger (Fire Weapon/Use Grenade)

Pull Attack with Current Weapon

Y Button (Hold/Form Up, Voice Transmit)

Press Toggle Team Hold Position/Form Up

Hold Transmit Xbox Live Team Voice Chat

B Button (Rules of Engagement/ROE)

Press Toggle Team Hold Fire/Free Fire

Press Multiplayer Display Scores

A Button (Action/Radial Menus)

Tap Give "Go To" Command
Use/Pick up Item
Interact with Objects/Doors

Hold Issue Orders via Radial Menus

Black Button (NVGs)

Press Toggle Night Vision Goggles On/Off

White Button (First Aid)

Tap Use First Aid Kit

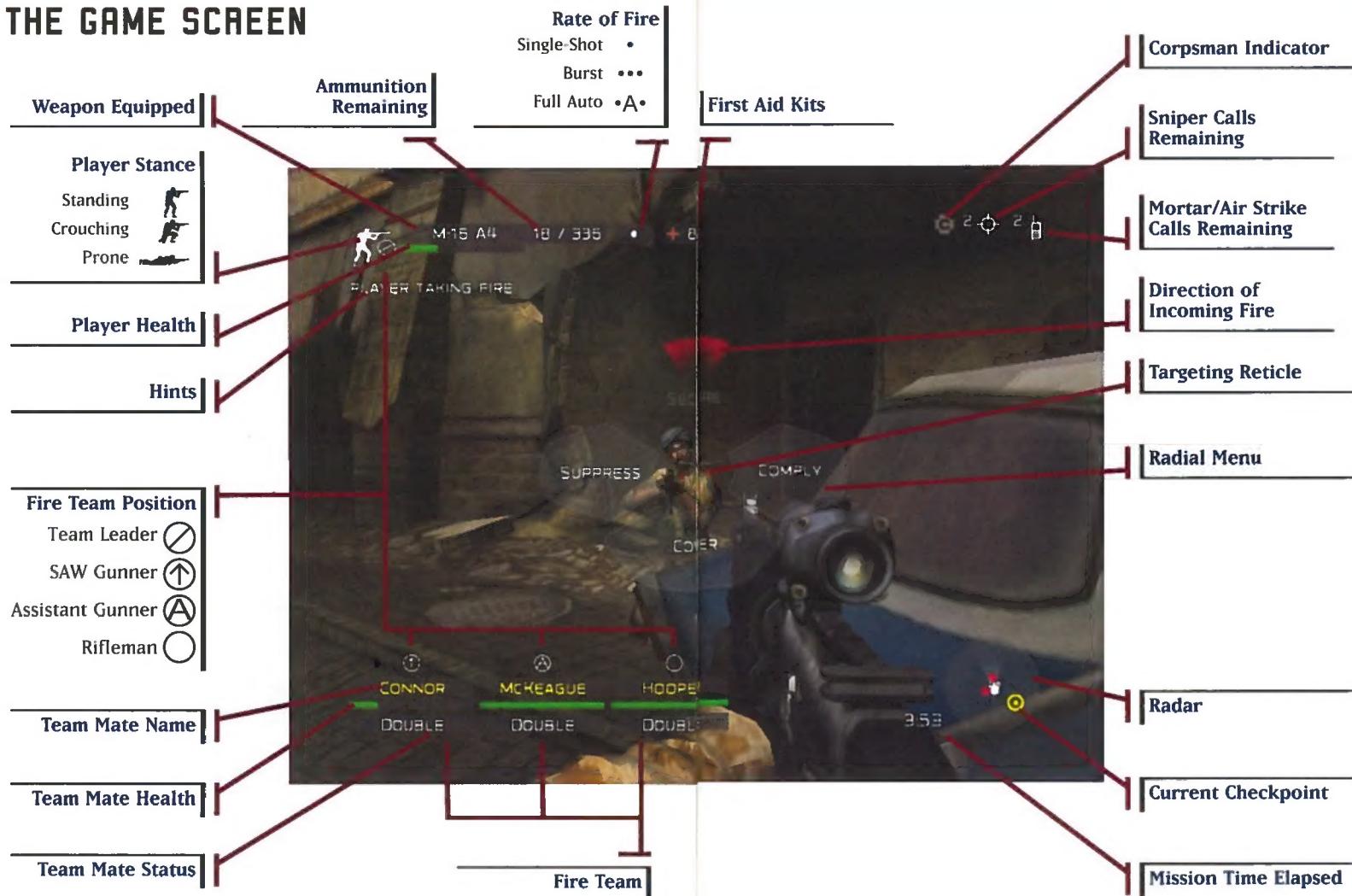
Hold Call Corpsman

Right Thumbstick (Aim)

Direction controls aim

Click Use Sights/Scope
Cycle Zoom Levels

THE GAME SCREEN





QUICK START

Create a Profile

The first time you start *Close Combat: First to Fight*, you will need to create a new Player Profile. Enter a name and choose a face for your Marine. Saved games are associated with your Profile, and any Profile can store eight saved games at any one time. If you wish to create a new Player Profile, select **Manage Profiles** from the Main Menu then select **Create Profile**.

Start a New Single-Player Game

- Select **Single Player** from the Main Menu.
- Select **New Game** from the Single Player Menu
- Choose a **Difficulty**—**Recruit** is easiest, **Simulation** is most difficult.
- Select **Start Game** to begin.

Save a Game

- Press the **START** button while playing a game.
- Select **Save Game** from the In-Game Menu
- Use the **directional pad** to select a saved game slot.
- Press the **A** button to save your game.
- Press the **B** button to resume playing.

XBOX LIVE™

Take *Close Combat: First to Fight* Beyond the Box

Xbox Live is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a friends list with other players, see when they're online, and receive invitations to play games. Invite your friends to play and talk to them in real-time while you play.

Downloadable *Close Combat: First to Fight* Content

If you are an Xbox Live subscriber, you can download the very latest content (such as "new levels, missions, weapons, vehicles, and more") to your Xbox console.

Connecting

Before you can use Xbox Live, you need to connect your Xbox console to a highspeed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, go to www.xbox.com/connect.

THE UNITED STATES MARINE CORPS

The United States Marine Corps is the tip of America's military spear. Operating in a perpetual state of readiness, Marines can deploy astonishingly powerful military might almost anywhere in the world in less than 96 hours.

This is possible because Marines are America's only forward-deployed expeditionary force. At all times—during peace and war—Marine Expeditionary Units, complete with thousands of highly-trained men, jets, attack helicopters, tanks and other massively powerful military assets, are deployed on naval battleships and aircraft carriers in the seas around the world, ready to strike an enemy on a moment's notice.

Created even before Congress approved the Declaration of Independence, those who have earned the right to be part of the Marine Corps live a kinship that is older than our nation. Marines share a closeness that is forged by the fires of intense discipline and a steadfast commitment to each other, the values of honor, courage, and commitment, and their country.



As our nation's smart, tough, elite warriors, Marines guard the White House and America's embassies around the world, they provide helicopter transportation for the President, and secure the nation's most valuable nuclear weapons sites. There are very few who have earned the right to be called a United States Marine. They are our nation's noble and elite warriors. They are our *First to Fight*.

Maneuver Warfare

Traditional warfighting is known as "Attrition Warfare." The goal of Attrition Warfare is to destroy an enemy by the cumulative annihilation of the enemy's human and material assets through superior firepower. In Attrition Warfare, technical proficiency, especially with the application of fire from weapons, is more important than cunning or creativity. Success depends most on overall superiority—both your ability to give and take numerical attrition.

FIRST TO FIGHT



Marines practice a form of warfighting known as "Maneuver Warfare." Maneuver Warfare attempts to bypass an enemy's defenses to penetrate the enemy's system. Rather than destroying him physically, the aim of Maneuver Warfare is to "shatter his moral, mental, and physical cohesion" through a series of "rapid, focused, and unexpected actions that create a deteriorating environment with which he cannot cope." Modern Marine Corps strategy is built on stealth, maneuver, and deception. Maneuver Warfare is often fought at a relentless pace and conducted with razor precision intended to strike the enemy at his weakest point, to cripple his ability—and especially his will—to fight.

Because of the Marine Corps' focus on Maneuver Warfare, the behaviors of every friendly and enemy character in *Close Combat: First to Fight* are based on a psychology model, allowing you to apply Marine principles of Maneuver Warfare against your enemies and affect your enemy's will to fight.



COMBAT READINESS

Missions

After you have been introduced to the Marines who will make up your Fire Team, your mission begins with a news broadcast detailing the current situation from a reporter embedded with your Marine Air-Ground Task Force (MAGTF). The report may give you clues as to what you might expect once you get into the field. Press the A button to continue to the mission briefing.

After the news report, you will receive specific orders for the mission. Your orders will include information about your commander's intent for the mission, the Rules of Engagement governing your actions, and specific orders about High Value Targets (HVTs) you will be seeking. HVTs are enemy leaders and other key personnel whose capture will cause the greatest harm to opposing forces (OPFOR). Your mission will be judged a greater success if you capture HVTs than if they are killed.



During your missions, you will need to complete various checkpoints, which appear on the Radar at the lower-right corner of your screen. Some checkpoints simply require you to move to a particular location, and these checkpoints appear as yellow circles on the radar. Other checkpoints require you to secure a location by clearing the area of all OPFOR; these checkpoints appear as a yellow squares on your radar.

Each Mission is divided into a number of "Levels," and the Levels are divided into smaller "Scenes." At the end of every Scene, you will pause briefly to load the next Scene.

Once you have reviewed your objectives, press A to begin conducting your mission.

Tip

Your mission will fail if:

- You die.
- Two Fire Team members are killed in action.
- You kill one of your Fire Team members.
- You kill civilians.
- You kill OPFOR who have surrendered.

After Action Reports (AARs)

After every level you will view an After Action Report (AAR), a summary of your performance. The AAR lists statistics, combat commendations, and medals for each member of the Fire Team, as well as for the Fire Team as a whole. Your rating is affected by the difficulty level you have selected for your game, your actions within the mission, the performance of your team, whether you have captured or killed OPFOR and High Value Targets (HVTs), and many other factors.

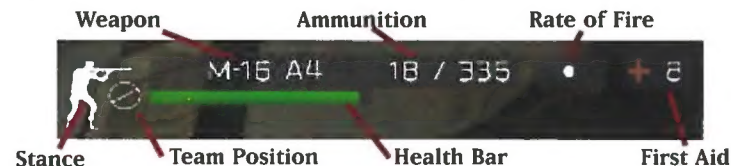
While it is easier to earn medals and get better ratings if you are playing using the higher difficulty ratings, you will need to use greater skill in performing your missions. You will only be able to earn some medals on the highest difficulty rating, **Simulation**, and only if you are able to perform at peak efficiency and with great courage.

Your AARs are saved with your Player Profile and you can choose to view past AARs at any time by choosing **Portfolio** from the Main Menu.

HUD and Displays

The Heads Up Display (HUD) provides you with the information you need to assess your current situation and to complete your mission.

At the top left of the screen you will find your Personal Status:



Stance: Shows whether you are currently standing, crouching, or prone.

Team Position: Shows your position on the team. In the single-player game, you will always be the Team Leader.

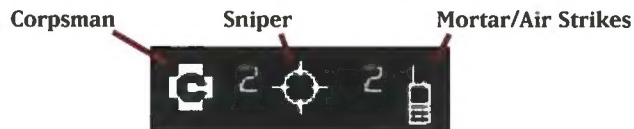
Health Bar: Shows how much health you have remaining.

Ammunition: Shows the amount of ammunition in the current clip and the amount of ammunition remaining overall.

Rate of Fire: Shows the current rate of fire selected for the weapon.

First Aid: Indicates how many first aid kits you have remaining.

At the top right of the screen are the Corpsman and MAGTF indicators:



Corpsman indicator: If the Corpsman indicator is white, you will be able to call a Marine Corpsman to evacuate incapacitated Fire Team members. You must call the Corpsman to evacuate incapacitated team members before you can advance to the next "scene."

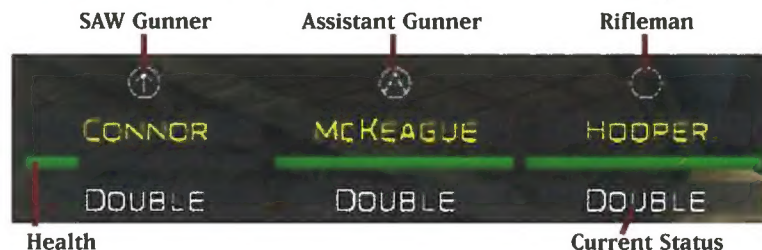
MAGTF indicators: Number of sniper calls ("Crosshairs" icon) and mortar and air strikes ("Radio" icon) remaining for the mission. If the indicator is transparent, no MAGTF calls are currently available.

At the center of the screen is the Targeting Reticle.

The Targeting Reticle indicates the aim point for your currently-equipped weapon. The color of the reticle indicates special actions that may be available (see page 12 for more information).



At the lower left of the screen is the Fire Team Status display.



The Fire Team Status Display gives you ready access to information on each of your Fire Team members, including their current health and their current status.

Each team mate is identified by an icon representing his position in the Marine Fire Team doctrine of Ready Team Fire Assist (RTFA). RTFA is the system of formation, movement, and tactics Marines use as a Fire Team, and is covered beginning on page 17 of this manual.

When you have ordered team mates to hold fire, you will see yellow brackets around their RTFA icon.



At the bottom right are the mission radar and mission clock.

The mission radar is always centered on your location.

Various colors are used on the Radar:

White Blips: Fire Team members

Red Blips: OPFOR

Green Blips: Allies

Yellow Circle: "Move To" checkpoint

Yellow Square: "Clear Area" checkpoint



"Move To" checkpoints indicate that you must simply move to a location before continuing on your mission. "Clear Area" checkpoints require you to secure a location before moving on by eliminating all OPFOR you encounter. If a checkpoint is above you, a yellow triangle pointing up will appear next to the checkpoint. If the checkpoint is below you, a yellow triangle pointing down will appear next to the checkpoint.

Mission elapsed time is listed to the left of the Radar.

In Simulation Mode, enemies only appear on radar when they are firing, and will fade from the radar shortly after leaving your field of view.

Radial Menus

At times during the game you will need to make selections from radial menus, which appear in the center of your screen surrounding the Targeting Reticle. The color of the Reticle indicates the actions available at the point of aim.



White: World Menu. The World Menu allows you to access important tactical actions and call on sniper support. See page 18 for more information.

Red: Enemy Menu. The Enemy Menu allows you to access Fire Team actions to deal with specific enemies. See page 19 for more information. The Reticle will also turn red when you are able to call for Air Strikes and Mortar Support. See page 26 for information on Air Strikes and Mortar Support.

Blue: Item or Door Menu. See pages 14, 19-20 for more information.

Green: Heal Fire Team members. See page 16 for more information.

Yellow: Civilian or OPFOR who can be secured (see page 28). A yellow Reticle has no special radial menu. Killing too many civilians or any OPFOR who have surrendered will cause your mission to fail.

To display a radial menu, hold the A button and use the **directional pad** to select an item from the menu. For example, if the Targeting Reticle is white, press hold the A button to display the World Menu depicted in the illustration above, then press **Down** on the **directional pad** to select the Cover function.

If an item in a radial menu is grayed out, then that item is currently unavailable for selection.



Movement and Aiming Controls

Use the left thumbstick to move around the world:

Up/Down: Move forward or back.

Left/Right: Sidestep left or right.

Double-Tap Up and Hold: Run. You cannot fire or reload your weapon while running.

Click: Click the **left thumbstick** to crouch, click again to stand. Fire is more accurate while crouched and you are a smaller target, although you move more slowly.

Double-click: Drop to prone. Fire is considerably more accurate while prone and you are hard to hit, though you move very slowly.

Double-click again to return to standing.



You can also click and hold the **left thumbstick** and move it to the side to lean left or right and look around obstacles. You will be harder to hit when leaning around an obstacle, although you cannot move while leaning. Release the thumbstick to return to a normal stance.

Use the right thumbstick to look around the world:

Up/Down: Look up or down.

Left/Right: Turn left or right.

Click: Click the **right thumbstick** to bring up the Scope or the Iron Sights for a weapon; click repeatedly to cycle through scope magnification levels—2x/4x/normal.

Black Button: Every Marine is equipped with night vision goggles (NVGs). Press the **Black** button to use your night vision goggles to see in a low-light situation. Press the **Black** button again to turn the NVGs off.

Weapons

Fire your weapon with the **right trigger**. Note that some weapons such as grenades or the M203 Grenade Launcher do not fire directly in a straight line and you will need to practice with the various weapons to learn how best to direct their use.

Tap the X button to reload your weapon at any time.

As you move and look around, the Targeting Reticle in the center of the screen will expand and contract. This indicates how accurate your aim will be when you use your weapon. The larger the circle becomes, the more inaccurate your fire will be. If you stop moving, the Reticle will contract again, reflecting your improved accuracy.

FIRST TO FIGHT



To switch between the different weapons you are currently carrying, press and hold the X button to display the Select Weapon radial menu. Press the appropriate direction on the **directional pad** to select the weapon from the menu.

Some weapons will have multiple rates of fire. The M16A4, for example, can fire in single-shot or burst mode. Grenades can be thrown or lobbed. Press the **BACK** button on your Xbox Controller to cycle through the various rates of fire for your current weapon.

You can use the **left trigger** to make a melee attack in close quarters.

Using Objects

You will need to open doors, operate weapons emplacements, climb ladders, and pick up objects you find in *Close Combat: First to Fight*.

When the Targeting Reticle is pointed at an item you can use, the Reticle will turn blue. Tap the A button to perform the default action for that item, such as using a vehicle's weapon mount. Note that if a vehicle has multiple weapon mounts, you can press the A button to begin using the vehicle's weapons, then press the X button to cycle through the available weapons. Press and hold the A button to access several optional Item Actions. Item Actions are covered in more detail on page 19.

Doors have several optional actions; to access these actions, press and hold the A button and use the **directional pad** to select an action from the radial menu that appears. Door actions are covered in more detail on page 20.

The Targeting Reticle will turn red and the "MAGTF" icon will appear when you have access to mortar and air strikes from the Marine Air-Ground Task Force (MAGTF). Learn more about the Marine Air-Ground Task Force beginning on page 25.

Destroying Objects

You occasionally will find items that can be destroyed. When you point the Targeting Reticle at an item that can be destroyed, the "Destructible Item" icon will appear. Shoot the item to destroy it. Destroying some objects will dramatically affect the way an engagement will play out, often in your favor...



When the Targeting Reticle is pointed at a ladder you can climb, the Reticle will turn blue and the "Ladder" icon will appear. Approach the ladder and press the A button to start climbing the ladder. You will put away your weapon and step onto the ladder. Use the **left thumbstick** to move up and down the ladder. When you get to the top or the bottom of the ladder, you will automatically release the ladder and ready your weapon.



Replenishing Ammunition

Scattered throughout the game you will find ammunition caches for your weapons. Approach the cache and press the A button to replenish your supply of ammunition.



You can also pick up weapons left behind by defeated OPFOR.

Point the Reticle at a weapon lying on the ground and the "Pick Up" icon will appear. Tap the A button to pick up the weapon and begin using it; pick up weapons of the same type to get more ammo. If you pick up one weapon, then pick up a different kind of weapon, you will lose the first weapon you picked up. Use the Select Weapon radial menu to switch to a weapon you have picked up.



You may also pick up extra ammunition for the weapon from the bodies of defeated OPFOR by pointing the Targeting Reticle at a body and tapping the A button.

Tip

It is generally recommended that you pick up the SAW if the SAW gunner is incapacitated, as its use is important to maintaining effective fire in the field.

Death and Healing

The battlefield is a hazardous place. When you are taking damage, a red "splash" will appear on your screen pointing in the direction from which you have been hit.

You must pay close attention to your health and the health of your Fire Team. If you are incapacitated, or your mission fails, you can choose from the following actions:

Scene Restart: Return to the beginning of the current "scene."

Checkpoint Restart: Return to the most recent checkpoint.

Load Saved Game: Load a saved game.

Quit: End the mission and return to the Main Menu.



Tap the **White** button to use a first aid kit to dress your wounds and regain lost health. Periodically you will find first aid resupply stations where you will be able to replenish your kits. Approach the resupply station and tap the **A** button to take fresh first aid kits.

You can use first aid kits to heal Fire Team members. Point the Reticle at the team member (the Reticle will turn green) and press and hold the **A** button. Choose **First Aid** from the radial menu that appears.



Corpsman

If one of your Fire Team members is incapacitated, you will need to press and hold the **White** button to call for a Marine Corpsman to evacuate the Fire Team member. Check the "Corpsman" indicator in your HUD to see whether you need to call the Corpsman.



If a Fire Team member is incapacitated, their health bar will turn red and will slowly be drained. If you do not call for the Corpsman before the health bar is empty, that Fire Team member will die and will not be available in future missions.

You can use a first aid kit to stabilize a downed team mate. Point the Reticle at the team mate (the Reticle will turn green) and press and hold the **A** button. Choose **First Aid** from the radial menu that appears. Their health bar will turn yellow. Exercise caution, however, as a team mate who has stabilized can be wounded again.

If a Fire Team member is incapacitated or dies, points will be deducted from your rating in the After Action Report (AAR) following the level. More points will be deducted from your rating the longer you wait to call a Corpsman. You *must* call the Corpsman to evacuate an incapacitated or dead Fire Team member before you continue to the next "scene."

If you lose two Fire Team members, your mission is over and you will need to load a saved game or restart the checkpoint and try again.

Tip

If the SAW gunner has been incapacitated and you have not yet picked up the SAW, the Corpsman will give it to one of the other Fire Team members.

READY-TEAM-FIRE-ASSIST

How a Fire Team moves and covers fire sectors can determine whether its members will survive hostilities in an urban environment. The military refers to urban environments as "4D terrain" because enemies can attack your Fire Team from all directions—all around you from the street, above you from windows and rooftops, in the air from trees and aircraft, and below you from sewer and utility tunnels.

The Marine Corps has created a system of formation, movement, and tactics it calls "Ready-Team-Fire-Assist" (RTFA) that aims to give a Fire Team 360-degree security when moving down streets, crossing intersections, ascending staircases, engaging the enemy, etc.

Your Fire Team in *Close Combat: First to Fight* automatically follows the same RTFA procedures Marines use right now during combat in Iraq and Afghanistan. These procedures cause your Fire Team in *Close Combat: First to Fight* to behave very differently than Fire Teams or squads in most other tactical military shooters.

Your Fire Team

Each member of a Marine Fire Team is assigned a particular role:

Ready is the rifleman. He is your point man and stands next to the team leader (you). He is equipped with an M16-A4 rifle.




Team is you, the team leader. You carry an M16-A4 rifle with an M203 grenade launcher attachment.

Fire is your SAW gunner, who has the M249 Squad Automatic Weapon.

Assist is the assistant gunner, who carries an M16-A4 as well as extra ammunition for the SAW gunner.

Tip

The icons in the Fire Team Status display at the lower-left of your screen indicate the RTFA position of each Fire Team Member. The icon for the Team Leader (you) appears next to your "Stance" icon at the top left of the screen. These icons will identify your team mates in multiplayer games, as well.

-  Team Leader
-  SAW Gunner
-  Assistant Gunner
-  Rifleman

COMMANDING YOUR FIRE TEAM

Movement and Fire

Give your Fire Team general instructions for engaging the enemy:

Hold Position: Order your team to hold their positions. Press the Y Button to toggle between **Hold Position** and **Form Up** orders.

Form Up: Order your team to form up and follow you. Press the Y Button to toggle between **Hold Position** and **Form Up** orders.

Hold Fire: Order your team to hold their fire. Press the B Button to toggle between **Hold Fire** and **Free Fire** orders.

Free Fire: Order your team to fire at will. Press the B Button to toggle between **Hold Fire** and **Free Fire** orders.

Go To: You may also order your Fire Team to go to a particular location. Point the Targeting Reticle at a location and tap the A button to command them to go to that location.

Special Commands

You will encounter situations where you wish to give your Fire Team specific orders to use their training to defeat OPFOR. The color of the Reticle determines which tactics are available to you at a given location.

White Reticle: World Actions.

Red Reticle: Enemy Actions, MAGTF actions (see pages 25-26 for info on MAGTF actions).

Blue Reticle: Usable Item Actions.

World Actions

When the Reticle is white, holding the A button will display the World radial menu.

The top item in the menu accesses the various assets you have available to you as a member of a Marine Air-Ground Task Force; MAGTF actions are covered in detail beginning on page 25.

You can also order the Fire Team to:

Cover: Hold position and fire at any hostile targets who move into view at the covered location.

Suppress: Use suppressing fire to keep enemies pinned down.

Comply: Command nearby OPFOR to surrender. (See page 28.)

Enemy Actions

When the Reticle is pointed directly at OPFOR, holding the A button will display the Enemy radial menu.

You can order your Fire Team to:

Cover: Fire when they have a clear shot at your target.

Suppress: Use fire to keep the targeted OPFOR pinned down.

Comply: Command nearby OPFOR to surrender.

Once OPFOR have surrendered following a **Comply** command, the following item will become available in the radial menu:

Secure: Secure OPFOR who have surrendered.

Item Actions

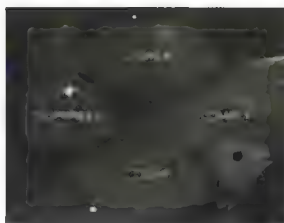
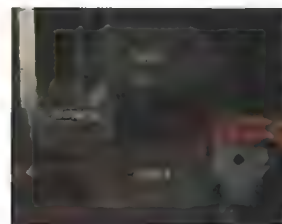
When the Reticle is pointed at a usable item such as a gun emplacement and the "Weapon Mount" icon appears, holding the A button will display the Item Actions radial menu:

You can order your Fire Team to:

Use: One of your team mates will begin using the weapon.

Suppress: Use suppressing fire on the item.

Cover: Fire at any OPFOR who move to the covered location.





Door Actions

When the "Door" icon appears while the Targeting Reticle is pointing at a door, holding the A button will display the Door radial menu.



Opening a door in a combat setting can be a hazardous action. Doors are a natural chokepoint to use in an ambush, and Marines are trained to deal with doors as a threat:



Take Down: Order your team to open the door and secure the area beyond, eliminating any OPFOR they encounter.

Frag Take Down: Order your team to first toss a grenade into the room and then follow up by securing the area beyond.

Cover: Hold position and fire at any OPFOR coming through the door.

Suppress: Keep enemies pinned behind the door with suppressing fire.

After you give your Fire Team a **Take Down** or **Frag Take Down** order, they will "stack" in a line at the door. Your Fire Team members will tell you when they are ready to execute the Take Down, and the "Take Down" icon will appear. Tap the A button again to give the Go command.



The Fire Team will not execute the Take Down until you give them the Go command or pass through the door.

Selecting Fire Team Members

You can issue orders to individual Fire Team members. Use the **directional pad** to select a particular Fire Team member:

- Left:** Select SAW Gunner Ⓛ
- Up:** Select Assistant Gunner Ⓢ
- Right:** Select Rifleman ○
- Down:** Select entire Fire Team

You can select two Fire Team members by selecting first one then the other using the **directional pad**. For example, to select the SAW gunner and the Assistant Gunner, press left then press up on the **directional pad**. The names of currently-selected Fire Team members will be highlighted. Once you have selected individual Fire Team members, issue commands as usual; unselected Fire Team members will continue with their previous orders.

US MARINE URBAN TACTICS

Even if you've played other team-oriented military games, we urge you to familiarize yourself with the concepts in this section. *Close Combat: First to Fight* is a highly realistic battlefield simulation created with the help of more than 40 active-duty Marines just returned from combat in Iraq and Afghanistan. Understanding the proven Marine tactics described here will make you a far more effective Fire Team leader in *Close Combat: First to Fight*.

ATFA Movement

To provide your Fire Team with 360-degree security, each man on your Fire Team covers specific fire sectors and has specific responsibilities. Fire Team members watch windows, doorways, and rooftops for potential ambushes. They work in concert to overcome obstacles and eliminate threats as you pursue your mission goals. You don't need to order them to do this. They do it automatically.

Streets

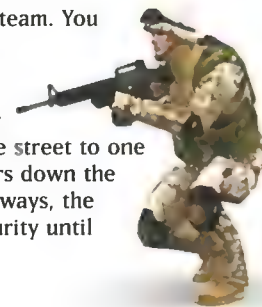
While moving down a street in a double-column, your Ready man automatically covers the fire sector on one side of the street, your Fire man covers above and to the other side, and the Assist man provides rear security for the team. You should cover in front of the team.

Intersections

When you approach an intersection, your Ready man automatically covers down the street to one side of the team while the Fire man covers down the street to the other side of the team. As always, the Assist man continues to provide rear security until the rest of the team has crossed.

Stairways

Marines call stairways a "fatal funnel" because the team is exposed to fire from all directions and has limited options for movement. Move through stairways quickly. Your Fire Team members will cover above, below, and behind the Fire Team. You should keep your weapon aimed in front of the team.





Fire Team Security

A critical responsibility for you as Fire Team leader is to find cover in the environment and move your team from one position with cover to another position with cover, spending as little time as possible in between. Although your Fire Team will find and use cover automatically, they're required to stay close to you to form one cohesive unit. So, whenever possible, try to move to places where your team can find cover.

Marines *never* move down the middle of a street, where they are exposed to fire from all sides. They typically stand about 5 feet away from buildings, so only one side of their body is exposed while the other side is far enough away from the buildings to avoid damage from ricocheting shrapnel and bullets.

In situations where you are vulnerable to enemy fire, you can give your team more security by using one of these techniques:

Movement by Fire. Order one of your men (usually your SAW gunner) to **Suppress** in the direction from which you are vulnerable. This will send a stream of lead at the desired area, allowing safer movement for your team during suppression. Marines use suppressing fire liberally, except in areas where civilians are present.

Movement Under Concealment. Use smoke grenades to conceal your movement. Just toss the smoke grenade between you and the direction of your vulnerability.

Room Take-downs. Never enter a room blind. Always issue a **Room Take-Down** order. Your team will stack in front of the entrance, reload their weapons if necessary, and wait for you to issue the **Go** command. When the Fire Team is ready, press the **A** button again to give the **Go** command and the Fire Team will move quickly into the room, moving to positions that give them control of the room and unobstructed fields of fire. If you know enemies await you behind the door, issue your team a **Frag and Take-Down** order. They'll grenade the room before rushing inside.



Engaging the Enemy

Your Fire Team in *Close Combat: First to Fight* engages enemies very differently than Fire Teams in most other military games.

As soon as one member of your team discovers a threat in the environment, your Fire Team will automatically begin combat tactics. First they identify the location of the threat, then they coordinate activities with each other to neutralize the threat.

Your Marines will try to achieve multiple angles of fire against a threat, and they will try to achieve these angles of fire from positions with cover protecting them. Simultaneously, they're trying to achieve "talking guns," where they alternate fire between team members to achieve steady fire against the enemy.

A key to your Fire Team successfully neutralizing a threat is their ability to move aggressively against the threat. They will not stand passively waiting for you to move against the threat. Instead, each Marine on the Fire Team moves forward against the threat independently, even to positions beyond you, the team leader.

Because your team members move frequently as they coordinate with each other and track the threat, you need to be conscious of their movements to avoid friendly fire.

Your Marines will shout out "Red" when they're re-loading and "Green" when they have finished reloading. If one of your Marines is reloading, try to provide extra fire against his target.

Finally, don't get too distracted by a threat. Your Fire Team can neutralize many threats without you. Keep your eyes looking for additional threats trying to flank your team while they're engaged.

Tip

You will sometimes find that you will make the best use of your Fire Team if you use the **directional pad** to select individual Fire Team members and give them specific orders. Your Fire Team will always use cover and alternating fire to move down a street, for example, but you may prefer to send your SAW Gunner to a safe location and order him to Cover a doorway while the rest of the Fire Team moves up. See "Selecting Fire Team Members" on page 20 for info on giving orders to individual Fire Team members.

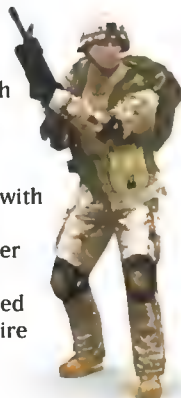


Tactical Superiority

Marines emphasize that your success as a military leader depends on your ability to be decisive, find and exploit advantages, achieve speed, adapt, cooperate among forces, and exploit a success. The following techniques can help you achieve tactical superiority against your enemy:

Complementary Forces: Also referred to as "fix and flank." Use part of your team (usually your SAW gunner) to suppress a threat in an effort to pin him down. Then, while he's pinned, you can attack the enemy from an additional location or flank him entirely.

Combined Arms: Combined Arms attempts to present enemies not just with a problem, but with a *dilemma*. You force your enemy into a no-win situation in which he must choose the lesser of two bad options. For example, a SAW gunner could use suppressing fire to pin OPFOR in a courtyard, while you toss a grenade into the enemy's midst. The enemy is then presented with the dilemma of waiting for the grenade to explode or exposing himself to withering fire from the SAW gunner and the rest of the Fire Team. Use Combined Arms to channel enemies where you want them to go. Combined Arms is especially effective when you combine your Fire Team with the power of the MAGTF.



Surprise: Because your enemies in *Close Combat: First to Fight* are affected by a psychology model, you can achieve tactical advantages through surprise. Using deception or stealth, hit your enemy with an unexpected maneuver, then continue hitting him hard once you've achieved surprise to drive his psychological condition into a panic.

Ambush: First, prepare your ambush zone by finding a space where you may apply controlled fire, seal off exits, and protect your flanks. Second, draw your enemy into the ambush zone. Third, apply massive fire against the enemy while he is in your ambush zone. In an ambush, your objective is not to take territory. It is to annihilate your enemy.

Separating Enemies from their Leader: Your enemy's ability to act decisively with highly motivated troops depends very much on OPFOR troops' proximity to their leader. Whenever possible, try to target OPFOR leaders first. Either tactic will negatively affect your enemy's psychological condition in *Close Combat: First to Fight*.

THE MARINE AIR-GROUND TASK FORCE

The doctrine of Maneuver Warfare and its foundation in Combined Arms direct the formulation of the Marine Air-Ground Task Force (MAGTF). A MAGTF is a combination of air, ground, support, and command units that allows the Marine Corps to project American military might into the troubled hotspots of modern warfare. It provides flexibility to deal with the changing situations of the Marine Corps' real-world mission.

In *Close Combat: First to Fight*, you are the leader of a Fire Team within a Marine Air-Ground Task Force. Your missions have been selected to support the Main Effort, the primary mission of the MAGTF. As a result, you will have access to the flexibility and support of the MAGTF. You will find in the course of completing your assignments that many times OPFOR will be entrenched in a strong position which your Fire Team is not sufficient to overtake, and you will have the opportunity to use the resources of the MAGTF to assist you. Occasionally, you will be called upon to provide back up to support missions, resupplying other elements of the MAGTF. Read on to learn how the might of the Marine Air-Ground Task Force is at your call.



TASK FORCE SUPPORT

When you encounter entrenched or particularly tenacious opposing forces (OPFOR) in *Close Combat: First to Fight*, you will have the opportunity to radio for support from other elements of the Marine Air-Ground Task Force (MAGTF).

Sniper Support

Most commonly, you will be able to radio for a sniper to clear OPFOR who have your team pinned down in an outdoor area. Point the Targeting Reticle in the general direction of the OPFOR you need eliminated then press and hold the A button; the World radial menu will be displayed. Use the **directional pad** to select **Sniper** from the menu. A sniper will respond, moving into position and eliminating enemies.

You may use a limited number of sniper calls per level. The number of sniper calls you have remaining is indicated to the left of the "Sniper" icon at the top right of your screen.





Mortar Support

You will be able to radio for Mortar fire to eliminate an enemy position such as a machine gun nest. The Targeting Reticle will turn red and the "MAGTF" icon will appear when Mortar Support or an Air Strike is available. Point the Targeting Reticle toward the OPFOR position then press and hold the A button; the World radial menu will be displayed. Use the **directional pad** to select **Mortar** from the menu. You will radio in the coordinates of the target and shortly thereafter, the mortar will fire, removing the OPFOR threat.

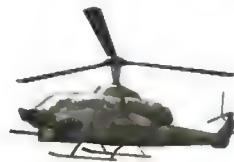


You may use a limited number of Mortar calls per level. The number of Mortar calls you have remaining is indicated to the left of the "Radio" icon at the top right of your screen. (The Radio icon also indicates Air Strikes available, and using the radio will call in either Mortar or Air Strike support depending on your current situation.)



Air Strikes

Occasionally, you will encounter heavy concentrations of OPFOR deeply entrenched in a well-defended position such as bunkers or groups of armored vehicles. These positions cannot be overrun by your limited force, but the true weight of the MAGTF will be at your call, allowing you to radio for an air strike by Cobra gunships. When an Air Strike becomes available, the Targeting Reticle will become red and the "MAGTF" icon will appear. Point the Targeting Reticle toward the OPFOR position then press and hold the A button; the World radial menu will be displayed. Use the **directional pad** to select **Air Strike** from the menu. You will radio in the coordinates of the target and shortly thereafter, Cobra gunships will arrive, eliminating the OPFOR threat.



You may use a limited number of air strikes per level. The number of air strikes you have remaining is indicated to the left of the "Radio" icon at the top right of your screen. (The Radio icon also indicates Mortar strikes available, and depending on your current situation, using the radio will call in either Mortar or Air Strike support.)



THE HUMAN WILL

War is an extreme test of the Human Will, the inner strength to carry on in the face of great adversity. The ruthless destruction possible with modern technology and the relentless pace of modern combat can cause an individual to lose his will.

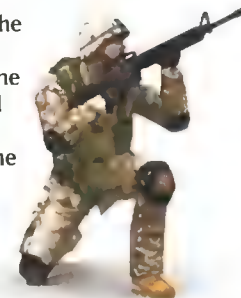
Discipline enables Marines to pursue what is best for them, their Fire Team, the mission, and the Marine Corps. The courage, strength, and sense of duty instilled by every Marine's training not only steel him for the deadly hardship of combat, but give the Marine a decisive advantage over the OPFOR in an engagement zone. Courage is not an absence of fear, but the ability to fight effectively despite fear.

The doctrine of Maneuver Warfare employed by the Marine Corps is based not only on the operational possibilities of combined arms, but also upon an understanding of the effects of the Human Will in combat. That understanding allows Marines to bring their combined arms to bear in the right time and place to not just smash the OPFOR's combat capabilities but to utterly destroy their will to continue.

FIRE TEAM PSYCHOLOGY

As team leader, it is your responsibility to manage not just your Fire Team's actions, but their reactions as well. They will react to their surroundings, including their health, incoming fire, their orders, the welfare of the rest of the Fire Team, and the progress of the mission. If the mission is going well, the Fire Team will be more effective.

To assess the Fire Team's state of mind, point the Targeting Reticle at a team mate to view his current Morale, Discipline, and Health. Discipline indicates the Marine's will to follow orders and training, Morale his will to go on fighting. Together with Health they form a measure of the Marine's overall efficiency.





Managing Your Team's Will

To use your Fire Team effectively, you must manage their will. First and foremost, mission success will affect their state of mind; eliminating OPFOR and achieving mission goals will motivate your team to follow their training and fight on.

Incoming fire causes stress, making the team less efficient. Sending them blindly into enemy fire with no clear goal can cause the team's will to deteriorate rapidly. Wounds negatively impact a Marine's will, and the entire team is affected when one team mate dies or is incapacitated.

Use your team well, however, and they will become more efficient and will improve your chance of success. As you complete missions and eliminate OPFOR, your Fire Team will become motivated, improving their effectiveness.

OPFOR PSYCHOLOGY

Opposing Forces have many of the same motivating factors as your Fire Team, but they do not have the benefits of Marine training and do not share your Fire Team's level of discipline.

Using suppressing fire, inflicting enemy casualties, and eliminating OPFOR leaders can cause them to take cover, behave erratically, or even break their will to fight. Air Strikes and Mortar fire will affect the morale of all OPFOR near the point of attack.

One important factor in OPFOR morale is their faction. A radical militant will be less affected by the death of a nearby Syrian soldier than by the death of another radical militant. Some factions have better morale than others, as well.

If OPFOR morale is low, you will be able to use the **Comply** command to make opposing forces surrender. Selecting **Comply** from the World radial menu (see page 18) or the Enemy radial menu (see page 19) commands all OPFOR in an area to surrender. OPFOR will not Comply if their morale is too high, but they may flee the area.

Once OPFOR have Complied, the "Secure" icon will appear when you point the targeting reticle at them. You will need to order your Fire Team to **Secure** the OPFOR. Killing OPFOR who have Complied will end your mission.



Exercise caution, however, as OPFOR may be only pretending to comply and may instead draw a weapon and attack your Fire Team.

OPERATION PRESERVE PEACE

Beirut, 2006

For the last year several groups of insurgents have taken root in the city of Beirut and the surrounding areas. The largest, best organized and funded of these groups is the radical group Atash, led by Tarik Qadan, a local religious zealot of considerable influence.

The current Prime Minister of Lebanon, an impressive, strong-willed man, has kept the situation in check, often liberally using military force to put down even the smallest uprisings. Still the insurgents remain, and wait for their opportunity to strike.

Now that opportunity has come. The Prime Minister has left the country to seek medical care in the United States. Almost immediately his aides began to bicker among themselves and lose control over much of the Lebanese Army based in the city. Things degenerated rapidly from there, as Atash began stepping up attacks within the city. This continued until Akhbar al'Soud, a Lebanese Colonel, assumed command of the militia in Beirut and declared martial law in the city. Shortly after al'Soud took control large battles began between the radical and militia forces as they vied for control of the city and the country. Much of the fighting has been in and around the Grand Serail, the Prime Minister's official home and the symbolic seat of government in Lebanon.



The United States and NATO have been monitoring the situation closely and have decided the time for intervention has come. A joint operation, called Operation Preserve Peace, is begun, spearheaded by US Marines. With only small skirmishes and no casualties the vital Beirut airport is quickly brought under US and NATO control. Shortly thereafter the Marines take control of the area around Beirut's main port, El Karantina, and establish that as their primary base.

Meanwhile fighting in the inner city has tapered off, with the Atash radicals and the Akhbar-led militia reaching a temporary impasse. The militia maintains control of the Grand Serail and the surrounding area, but the radicals now hold much of the older sections of the city. It seems likely both factions will wait to see what actions these American and NATO forces will take and how best to find an advantage.

Factions in Beirut

Over the course of your missions you will encounter a number of different factions vying for control of the city.

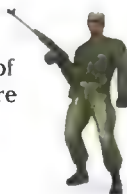
Lebanese Militia: The Lebanese Militia is a breakaway group of Lebanese Army officers and soldiers who follow Akhbar al'Soud. Lebanese Militia have reportedly been operating in tandem with Syrian forces in Beirut.



Radicals: Militant zealots from Tarik Qadan's Atash movement, Radicals are the second major insurgent group in Beirut. They are under-equipped compared to the Lebanese Militia, but are fierce fighters.



Syrians: Syrian forces have been operating in support of Lebanese Militia forces in Beirut. The Syrian troops are well-trained and well-equipped.



Iranian: Small numbers of Iranian Special Forces have slipped into Beirut in support of the Atash Radicals. These are dangerous military professionals, and you must exercise caution when engaging them.



Civilians: Lebanese civilians are once again caught in the crossfire between warring factions in Lebanon. Operation Preserve Peace seeks to protect the citizenry of Beirut and prevent collateral damage. If you kill too many civilians, your mission will be over.



High Value Targets

Over the course of your mission you will encounter OPFOR leadership. Your mission rating in the After Action Report will be higher if you capture these High Value targets (HVTs) than if they are killed in action, but as Fire Team leader you must act as the situation requires when you encounter any HVTs.



Ace of Spades: General Badr is a former Yemeni general in command of the Syrian forces involved in the Battle of Beirut. He is also largely involved with the direction of the Lebanese militia actions of the Beirut conflict. He is one of the main planners of the 2002 attempts to shoot down planes in Kenya. Badr is driven by a hatred of western powers, whom he sees as "unwanted meddlers" in the Middle East.



Ace of Hearts: Akhbar al'Soud is a Lebanese militia leader under the command of General Badr. He is coordinating the delivery of a large weapons shipment (including Russian-made NVGs) into Beirut. al'Soud's main motivation is greed and a thirst for power, and he has a deep desire to keep his own skin intact at whatever cost to others.



Ace of Diamonds: Khalid Samar is known as a political climber; not very intelligent or imaginative, but his brutality and persistence have pushed him into high position in General Badr's organization. Samar cares little for ideology, wealth or comfort, so long as he can exercise his delight in inflicting pain and fear in those who are weaker than him.



Ace of Clubs: Major Abdullah bin Katan commands the Iranian Special Forces aiding the radicals. Saudi by birth, Katan fled to Iran following assassination attempts against members of the royal family. A professional military man, Katan is considered skilled but unimaginative. While he cares little for the stated religious cause he fights for, like many "loyal soldiers" before him, he follows the orders he is given.



The Joker: Tarik Qadan is a religious zealot leading the Atash movement. Qadan has a lot of local influence over various radical groups in Beirut but, sources say, he is purely being used by Iranian intelligence as a cat's paw. It has been uncovered that a plan has been devised to replace Qadan at the earliest possible moment, should the revolution succeed.



Marine Weapons

M16A4: Lightweight .223 caliber rifle. Selectable single- or three-shot burst firing modes. The standard issue rifle of the United States Marine Corps.

M203 Grenade Launcher: Single shot grenade launcher attachment for the M16A4. Fires 40 mm grenades having a five meter "kill" radius.

M249 SAW: The Squad Automatic Weapon is a fully automatic .223 caliber light machine gun. Fire from the M249 can be devastating to OPFOR morale.

Shotgun: The M590 is a manual slide action 12 gauge shotgun. It is an unequalled close-combat weapon.

Grenade: The m67 "frag" grenade bursts into numerous fragments when detonated. It has an effective kill radius of 5 meters.

Smoke Grenade: The M8HC Smoke Grenade produces a dense cloud of white smoke for up to two minutes. Useful for creating cover.

Other Weapons

AK-74: Gas operated 5.45 mm rifle with single, burst and fully auto fire modes. It has been in widespread service since 1974.

SVD: Gas operated 7.62mm sniper rifle. The SVD has a 4x scope and uses infrared detection for night firing capability.

Pistol: The .45 caliber m1911 has been in service for decades. It is a favorite for its dependability and close range stopping power.

RPG-7: Versatile rocket launcher used by terrorist organizations worldwide. Able to penetrate 12 inches of armor within 300-500 meters

RPK: A heavier version of the AK-74, the RPK is a light machine gun seeing widespread use throughout the world.



MULTIPLAYER

Connecting to Other Players

There are three ways to connect to other players:

Split Screen: Up to four players can play on the same Xbox® video game system from Microsoft, with the screen split between players.

System Link Play: Use an Xbox System Link Cable to connect two Xbox video game systems or an Ethernet Hub to connect up to eight Xbox video game systems. For more information about connecting Xbox video game systems together, please see your Xbox Instruction Manual.

Xbox Live: Up to eight players can connect using Xbox Live. You will need a broadband connection to the Internet and an Xbox Live subscription.

Game Types

There are three multiplayer game types in *Close Combat: First to Fight*:

Cooperative: Up to four players can cooperate in the single-player missions, with each player filling a different role on the Fire Team.

Modified Cooperative: Up to four players can cooperate to complete the single-player missions, with each player choosing from a wide selection of weaponry.

Fire Team Arena (FTA): Up to eight players can compete in two teams using specially-designed multiplayer deathmatch arenas. A game of Fire Team Arena ends when all players on the opposing side have used up their Lives, when the Kill Limit is reached, or when the Time limit has been reached.

Multiplayer Game Settings

Launch: Begin the game using the current settings.

Game Type: Choose whether to play a Cooperative, Modified Cooperative, or Fire Team Arena game.

Platoon Game: Choose whether an Xbox Live game will be listed for Platoon players or for Individual players.

Difficulty: Only available in Cooperative and Modified Cooperative games. Choose the difficulty as you would in a single-player game.

Gear: Choose what gear loadouts are available to players in Modified Cooperative and Fire Team Arena games.



Lives: Set how many lives each player has. When a player has used up their lives, they will become a spectator. You may choose to have a limited number of lives for each individual player, a limited number of lives shared as a pool by a team, or **Unlimited** lives.

Friendly Fire: Turn **Friendly Fire On** or **Off**.

Players: Set the number of players allowed in the game.

Time: Set a **Time** limit for a game of Fire Team Arena.

Kill Limits: Set the **Kill Limit** for a game of Fire Team Arena.

Split Direction: In a Split Screen multiplayer game, up to four players can play at the same time. In a two-player split screen game, you can choose whether to split the screen **Horizontally** between top and bottom or **Vertically** between the two sides of the screen.

Mission/Maps: Choose the mission for a Cooperative/Modified Cooperative game or the maps for a round of Fire Team Arena.

Game Options: In System Link Play and Xbox Live games, you will be able to set a number of additional options:

Rounds Per Map: Decide how many rounds will be played on each map before switching to the next map in the list.

Join Any Time: If set to **On**, players will immediately join the game when they connect to the game host. If set to **Off**, new players will wait in the lobby until the current round has finished.

Private Game: A Private game will not show up in the server browser and cannot be found using an optimatch search. You will need to use the Xbox Live messaging system to invite players to your Private Game.

Stats Tracked: You can choose whether to report player statistics to the Xbox Live Leaderboards.

Multiplayer Lobby

Once you have created or joined a game, you will start in the Multiplayer Game Lobby. If you are playing a Cooperative or Modified Cooperative game, each player can select a team position or gear loadout and can choose whether they are ready to begin. The host will be able to **Boot** players and can choose **Start Game** to begin playing.

Fire Team Arena players will also be able to choose whether they wish to be on **Alpha Team** or **Bravo Team**. Once you begin playing, your team mates will always appear as Marines and your opponents will always appear as OPFOR.

XBOX LIVE™

If you have an Xbox Live account, you can play against other players from all over the world. To sign in to Xbox Live, choose **Multiplayer** from the Main Menu and choose **Xbox Live**. You will need to have an existing Xbox Live account to connect to other players using Xbox Live.

Xbox Live Menu

Once you have connected to Xbox Live and Chosen **Xbox Live** from the Multiplayer Menu, you will be able to access the following options:

Play: Search for or create a new multiplayer game of *Close Combat: First to Fight* via Xbox Live.

Messaging: View and send messages using Xbox Live's built-in messaging system. You can send and receive text and voice messages and send Platoon or game invitations.

Platoon: Create and manage a Platoon, a group of players who form a team to compete with other Platoons in *Close Combat: First to Fight*.

Download: Check for new maps, missions, or Platoon icons created for *Close Combat: First to Fight*.

Options: Set the following Xbox Live options:

Voice Mask: Change the sound of your voice when speaking over Xbox Live voice chat using the Xbox Communicator Headset.

Voice: Choose whether to hear voice communications from the system speakers or from the Xbox Communicator Headset.

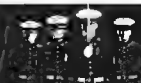
Appear Offline: Choose whether to appear as **Online** in other players' friends lists.

Leaderboards: View the Leaderboards. Leaderboards track the stats of players and Platoons playing *Close Combat: First to Fight* on Xbox Live. You can view weekly, monthly, and all-time reports sorted by game type for any player or Platoon in *Close Combat: First to Fight* on Xbox Live.

Sign Off: Close your connection to Xbox Live.

Press the X button to access your Xbox Live friends list.

Press the Y button to access the player list. The player list shows all the players in your current game as players with whom you have recently played. You can select a Gamertag in the list to invite that player to your friends list.



Joining and Creating Xbox Live Games

Choose **Play** from the Xbox Live Menu to create or find a game of *Close Combat: First to Fight*. There are three options available:

Quick Match: Browse for a game of *Close Combat: First to Fight*. You will need to choose whether you want to search for Cooperative, Modified Cooperative, or Fire Team Arena games.

Optimatch: Find a game that matches your specific preferences. You will need to select a number of specific game settings then choose **Search** to find a game matching your preferences.

Create Match: Create and host a game.

Voice Chat Using an Xbox Communicator Headset

When playing *Close Combat: First to Fight* via Xbox Live, you can use an Xbox Communicator Headset to chat with your teammates. Hold the Y button while playing an Xbox Live game to transmit a voice message using an Xbox Communicator Headset. The "Transmit" icon will appear when you are transmitting voice chat. Please note that only your teammates can hear your voice chat while playing Fire Team Arena.



You do not need to press the Y button to transmit voice chat in the Multiplayer Game Lobby.

Platoons

Close Combat: First to Fight features Platoons, groups of up to 32 players who can team together and compete with other Platoons. A Platoon's stats are tracked as a group, and the Leaderboard tracks Platoon performance as well as the performance of individual players. You can only be a member of one Platoon at a time, but each Player Profile on your Xbox can belong to a different Platoon.

There are three "Ranks" in a Platoon:

Sergeant: The creator of the Platoon is automatically the Sergeant. The Sergeant can change all Platoon options, can **Recruit** new Platoon members, and can **Promote**, **Demote**, or **Boot** existing Platoon members. If the Sergeant promotes another player to Sergeant, he will be demoted to Squad Leader. Only the Sergeant can **Boot** a Squad Leader from the Platoon.

Squad Leader: Squad Leaders can edit some Platoon options, can **Recruit** new Platoon members, can **Boot** existing members from the Platoon, and can **Promote** Platoon members to Squad Leader rank.

Private: Privates are standard Platoon members.

Creating a Platoon

When you create a Platoon, you can change the following options:

Name: Choose a name for the Platoon.

Icon: Select an icon to help identify your Platoon.

Play Style: Choose whether the Platoon will compete in Co-Op, Fire Team Arena (FTA), or both game modes.

Language: Select the Platoon's primary language.

Motto: Enter a motto for your Platoon.

Description: Enter a brief description of the Platoon.

Message: Enter another message for the platoon.

Website: Enter the URL of a website other players can visit to view information on your Platoon.

Done: Finish editing your Platoon's information.

Feedback: Report inappropriate material in a Platoon's information.

Platoon officers can edit this information by selecting **Parameters** from the Manage Platoon Menu.

You can view any other Platoon's information via the Leaderboards.

Manage a Platoon

Once you have created a Platoon, you will be able to choose **Manage Platoon** via the Xbox Live Menu:

Members: Manage the list of Platoon members. A Platoon may have up to 32 individual members.

Resign: Quit the Platoon. If you are the Sergeant of the Platoon, you will first need to promote another Platoon member to Sergeant.

Recruit: If you are the Sergeant or a Squad Leader, you can invite another player to the Platoon by entering their Gamertag.

Parameters: Change Platoon information. The Sergeant can change all Platoon information, while Squad leaders can change fewer options.

Manage Platoon Members

If you are a Platoon officer, you can **Boot**, **Promote**, and **Demote** Platoon members by selecting **Members** from the Manage Platoon Menu. Select a name in the list and press A to view a list of actions:

Boot: If you are the Sergeant, you can remove *any* other member from the platoon. Squad leaders can **Boot** Privates from the Platoon.

Promote: Platoon officers can promote another Platoon members to officer rank. If you are a Sergeant, you can promote a Squad Leader to Sergeant, which will demote you to Squad Leader rank.

Demote: The Sergeant can **Demote** Squad Leaders to Private.



MENU REFERENCE

Main Menu

The Main Menu lists the following options:

- Single Player:** Start, load, or delete a single-player game.
- Multiplayer:** Start or join a multiplayer game.
- Manage Profiles:** Create, load, or delete Player Profiles.
- Tutorial:** View tutorial movies.
- Portfolio:** View records of your performance in a single-player game.
- Options:** Change game options.

New Single Player Game Menu

You may change the following options for a new single-player game:

- Difficulty:** Change the difficulty of the game:
 - Recruit:** The easiest game difficulty setting.
 - Marine:** This is the default difficulty setting.
 - Gunny:** Slightly harder than the **Marine** setting, **Gunny** features deadlier combat.
 - Simulation:** The most difficult game setting, **Simulation** mode features extremely deadly combat, and the information you get on the battlefield is much more limited.

Creating and Managing Player Profiles

Profiles save your player info and your saved games. You will need to create at least one Player Profile to play *Close Combat: First to Fight*.

When you create a new Profile, you can enter a unique name for the Profile and choose a face for your Marine Fire Team leader. Once you have created a Profile, you can load or delete that Profile by selecting **Manage Profiles** from the Main Menu.

When you save or load a game of *Close Combat: First to Fight*, that saved game is associated with the current Profile; a Player Profile can hold up to eight saved games. To load a saved single-player game, you will first need to select the correct Profile. Saved games are accessed from the Single Player Game Menu, accessed via the Main Menu.

Saving and Loading Games

When you save a game of *Close Combat: First to Fight*, you save the information at the beginning of your current checkpoint. When you reload the game, you will be returned to that point.

To save your game, Press the **START** button while playing a single-player game. Choose **Save Game** from the In-Game Menu. To load a saved game, you can choose **Load Game** from the In-Game Menu or from the Single Player Menu (accessed via the Main Menu).

Setting Game Options

The following options can be changed:

- Controls:** Change Xbox Controller options such as sensitivity and vibration.
- Control Layout:** Choose an Xbox Controller setup.
- HUD:** Change HUD elements.
- Sound:** Adjust volume levels.

In-Game menu

The In-Game Menu is accessed by pressing **START** during a game. The following options are available:

- Checkpoint Restart:** Return to beginning of the current checkpoint.
- Scene Restart:** Return to the beginning of the "scene."
- Load Saved Game:** Load a saved game.
- Objective List:** View a list of objectives for your current mission.
- Options:** Set game options.
- Save Game:** Save your game. Although you may access this feature at any time, *Close Combat: First to Fight* will save only the information recorded at the beginning of your current checkpoint.
- Quit to Main Menu:** Quit your current game and return to the Main Menu. You may wish to save your game before you quit to the Main Menu, as any progress since your last save will not be recorded.



GLOSSARY

The following terms are used in this manual and in the game:

- AAR:** After Action Report. AARs are reports assessing your performance in a mission (see page 9).
- AAV:** Amphibious Assault vehicle. Armored infantry fighting vehicle used by the Marine Corps.
- BMP:** Russian-made, heavily-armed infantry fighting vehicle.
- BRDM:** Russian-made, light infantry fighting vehicle.
- Cobra:** Attack helicopter used by the Marine Corps.
- Corpsman:** Marine Corps battlefield medics.
- FTA:** Fire Team Arena. FTA is the "team deathmatch" multiplayer game mode in *Close Combat: First to Fight* (see page 33).
- Green:** Marines will shout "Green" when they have finished reloading their weapon. See "Red" below.
- Humvee:** Light, mobile, four-wheel-drive vehicle in use by all branches of the United States Military.
- HVT:** High Value Target. HVTs are OPFOR leaders, and their capture or elimination is a key objective (see page 31).
- LAV:** Amphibious infantry fighting vehicle used by the Marine Corps.
- M1A1 Tank:** The Main battle tank of the US Military.
- MAGTF:** Short for Marine Air-Ground Task Force, a MAGTF is a unified force of Marine air, ground, support, and command units.
- OPFOR:** Short for "Opposing Forces." Enemy troops.
- Peeping Tom:** An OPFOR observer who radios for support.
- Red:** Marines will shout "Red" when reloading their weapon. See "Green" above.
- RPG:** Rocket Propelled Grenade. A man-portable weapon used by various military and paramilitary organizations worldwide.
- RTFA:** Ready Team Fire Assist. RTFA is the Marine Corps doctrine governing Fire Team organization (see page 17).
- SAW:** The M249 Squad Automatic Weapon, or SAW, is a man-portable machine gun with a high rate of fire and is the standard squad-level support weapon of the US Armed Forces.
- Sea Knight:** Assault transport helicopter used by the Marine Corps.
- Targeting Reticle:** The small circle and crosshairs at the center of the screen. The Reticle indicates the aim point for your currently-equipped weapon.
- Technical:** An OPFOR vehicle with some sort of improvised armament attached, usually a small pickup with a machine gun in the bed.

FROM THE DEVELOPMENT TEAM:

The US Marine Corps graciously sent over 40 combat-experienced Marines to our offices to help us make *Close Combat: First to Fight* accurate, sometimes within just weeks after they returned from combat operations in Iraq. For many of us at Destineer, getting to know these men is one of the greatest honors of our lives.

We knew ahead of time that these Marines would be remarkably fit physically. What truly impressed us was the very high degree of mental and moral fitness exhibited by these young Marines who had just returned from a war.

We don't know whether it's because of something these men had inside themselves before they joined the Marines, or if it is because the Marine Corps had transformed them into smart, tough, elite warriors, but these young men are built with qualities that inspired us all.

There are people in this world whose purpose is to serve, who embrace a code of values, and who are willing to sacrifice their lives to defend those who cannot defend themselves. We know, because we met a few dozen of them this past year. We thank them for their sacrifice and for their service. But, most of all, we thank them for inspiring us with their honor, courage, and commitment.

These men are among the best America has to offer.

You can learn more about the Marine Corps at Marines.com.



FIRST TO FIGHT



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CLOSE COMBAT: FIRST TO FIGHT IS DEDICATED TO UNITED STATES MARINES SERVING THEIR NATION IN HARM'S WAY ACROSS THE GLOBE, RIGHT NOW.

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